GAI – Roadmap Construction Toolkit
Release Notes

Version 0.1.0 (*05/26/2009*):

- Reference C++ CPU path, uses implicitly OpenMP for parallelism, not highly optimized.
- Removed UI core settings.
- Initial package.

Version 0.2.0 (*07/27/2009*):

- First pass of CUDA port.
- For input, only one level or configuration space mesh allowed,
    - Multi mesh support planned for a future release.
- Dependencies:
    - Visual Studio SP1 2008 C runtime libraries (use Visual C++ Redistributable Package).
    - CUDA 2.3 toolkit and a matching display driver.
    - DirectX Redistributable, End-User Runtime (March 2009).

Version 0.3.0 (*09/25/2009*):

- Solidifying optimized CUDA's distance and medial axis implementations.
- Return 'Unsupported Yet' error when attempting to run on OpenCL or DirectCompute platforms.
- Multi GPU unsupported, silently pick up the first compute device in the list.
- Dependencies:
    - Visual Studio SP1 2008 C runtime libraries (use Visual C++ Redistributable Package).
    - CUDA 2.3 toolkit and a matching display driver.
    - DirectX Redistributable, End-User Runtime (August 2009).

Version 0.5.0 (*03/19/2010*)

- Technology Preview revision.
- One binary for both Fermi and Tesla (minimum compute capable 1.1).
- GPU based Flood Fill and Connector Insertion stages (not fully functional).
- Final graph construction step enabled for CPU, disabled for GPU.
- Dependencies:
    - Visual Studio SP1 2008 C runtime libraries (use Visual C++ Redistributable Package).
    - CUDA 3.0 toolkit and a matching display driver.
    - DirectX Redistributable, End-User Runtime (February 2010).

Version 0.6.0 (*06/08/2010*)

- CUDA Flood Fill made fully functional.
- CUDA Connector Insertion fixes, not fully functional. Final graph build on GPU disabled.
- Dependencies:
    - Visual Studio SP1 2008 C runtime libraries (use Visual C++ Redistributable Package).
    - CUDA 3.1 toolkit and a matching display driver.
    - DirectX Redistributable, End-User Runtime (June 2010).